

MICHELLE LIN

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SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Adobe Photoshop, Adobe Illustrator, Unity, MadMapper

EDUCATION

MA Design and Development of Digital Games - Columbia University, Teachers College 2020 - Present
Web Development - App Academy 2020
Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.
BFA Fine Arts - School of Visual Arts 2016 - 2020
GG Graduate Gemologist - Gemological Institute of America 2018 - Present

PROJECTS

Don't Forget the COFFEE (Ruby on Rails, PostgreSQL, React, Redux, SCSS, Webpack, Heroku) [live](#) | [github](#)

A single-page clone of a todo app, Remember the Milk, where users can create, edit and delete lists and tasks.

- Implemented back and front end user authentication by combining Rails, Active Record, and React-Router, allowing for secure and efficient user login/signup
- Created modal for editing and adding lists by passing props from reducers to frontend container components and back-end database
- Leveraged Redux in conjunction with React Container Components to achieve efficient state management, yielding fewer database queries and faster page load times

Cloudy Mind (MongoDB, ReactJS, Node.js, Express.js) [live](#) | [github](#)

A web application focused on highlighting mental health issues. Users can comment on other user's posts and reply back and forth.

- Implemented modals on images, allowing users to see various data when clicking on or through images
- Created algorithms to source relevant posts for a user, allowing for a lighter-weight frontend
- Designed CSS animation keyframe for graphical elements on the page, yielding a more immersive user experience

MiuMiu Tale (HTML Canvas, CSS, JavaScript) [live](#) | [github](#)

RPG game made with HTML canvas, CSS, and JavaScript with a cat named MiuMiu exploring a fantasy world.

- Decreased rendering latency by using HTML5 Canvas and animation frames, resulting in smooth gaming experience
- Implemented a camera system utilizing culling, which renders only relevant parts of the map, allowing for more efficient load times
- Created a method to calculate the player's position and roof position so when the user moves under the roof, the floor tiles will appear

EXPERIENCE

C24 Gallery

Freelance Web Designer (formerly part-time Gallery Assistant) Apr 2019 - Nov 2020

- Built and maintained company website with Wix, enabling superior performance and user experience
- Designed layout of documents using Adobe InDesign such as press release and catalogue
- Created Booth renderings for art fair applications and got into many art fairs including The Armory Show 2020

University Council for Art Education

Administrative Assistant Mar 2019 - Jun 2019

- Assisted the director with daily tasks and aided in the preparation of the University Council for Art Education conference
- Compiled data into spreadsheets using Excel and created graphs corresponding to said data
- Performed research on several subjects including museum department of education programs and members

Shi Shan Shui Steak House, Fujian, China

Freelance Graphic Designer Feb 2019 - Sep 2019

- Developed numerous marketing programs (posters, brochures, menu, and advertisements) using Illustrator, Photoshop, and InDesign to achieve design goals
- Worked directly with marketing team to establish project scope, guidelines, and project timelines
- Designed templates, wireframes, and visual mockups for visual presentations